EDOGAWA/TACHIKAWA VS. MINATO'S GROUP

RULES

*Both teams will send one representative to play a game (1 vs 1).

*Games will be decided with a lottery.

*If Arakawa or Tachikawa loses even one of the games, then they lose the whole game.

*If the Arakawa/Tachikawa team loses, they will both become Minato Takio's slaves. If they beat the entire Minato team, Minato Takio and all his slaves will become Arakawa Eiya's slaves. (During the game, if one of Minato's slaves loses, they will not immediately become Arakawa's slave.)

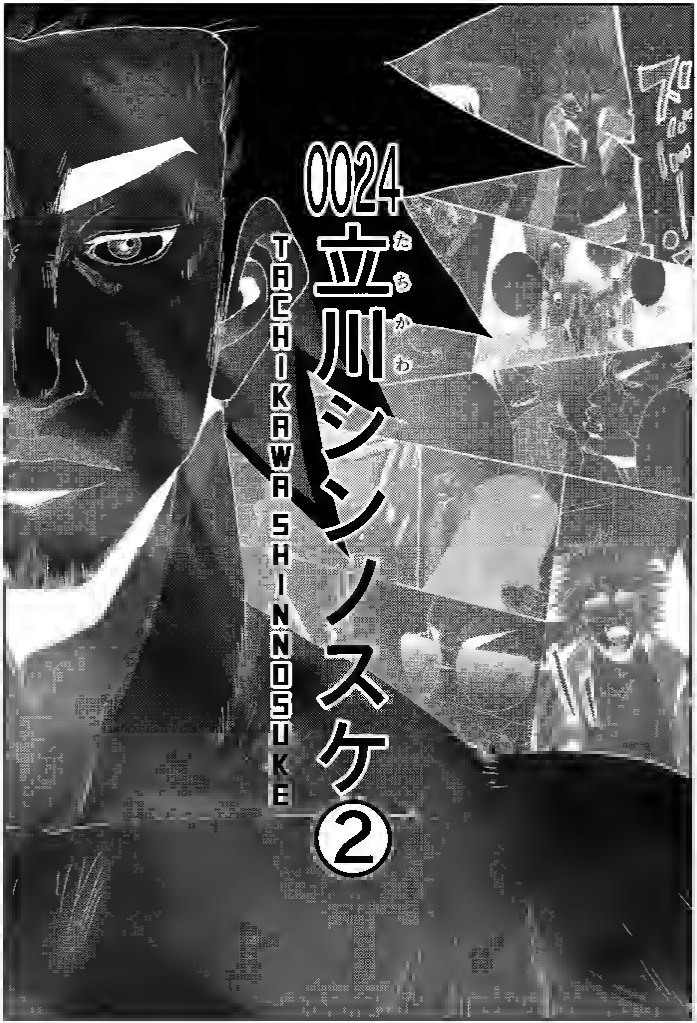
GAME 1

BOXING

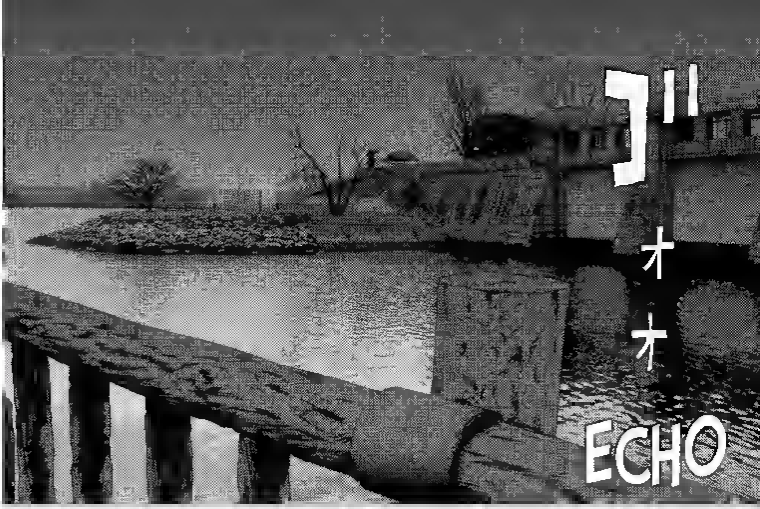
TACHIKAWA SHINNOSUKE VS BUNKYOU ZENICHI

I'M NOT AN ALLY
OF THE STRONG,
NOR AM I AN
ALLY OF
JUSTICE

I'M AN ALLY OF
THOSE WHO
WANT ALLIES!



SEVENFORTYNINE.TUMBLR.COM


ヨオオ
ECHO

ジリ
JUMP

ジリ
JUMP

BRUSH
KH!
AS USUAL, IT'S A GOOD FIGHT...
!?
CATCH

A HIDDEN WEAPON!?
SLASH
OW!
DRIP
DRIP
BASTARD

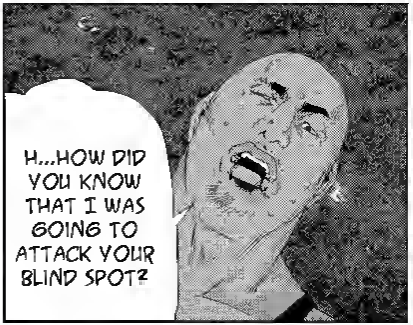
YOU'VE REALLY DONE IT THIS TIME
STEP
STEP
HEH
BY ANY MEANS NECESSARY, YOU KNOW?
SHIFT
YOU'RE DONE FOR!
!?
FLINCH

LUNGE
SLASH

SHIFT
7
OF COURSE, THE NEXT NUMBER WILL BE "LOW"
K
NOW I'LL START GUESS-ING
BAM
HEY, EIYA!
AT THIS RATE, YOU'LL LOSE!
BINGO!
BAM
NEXT ONE WILL BE "HIGH"
GOOD, GOOD
Taitou Fujiko
PING
Taitou Fujiko
PING

PU
NCH

THUMP

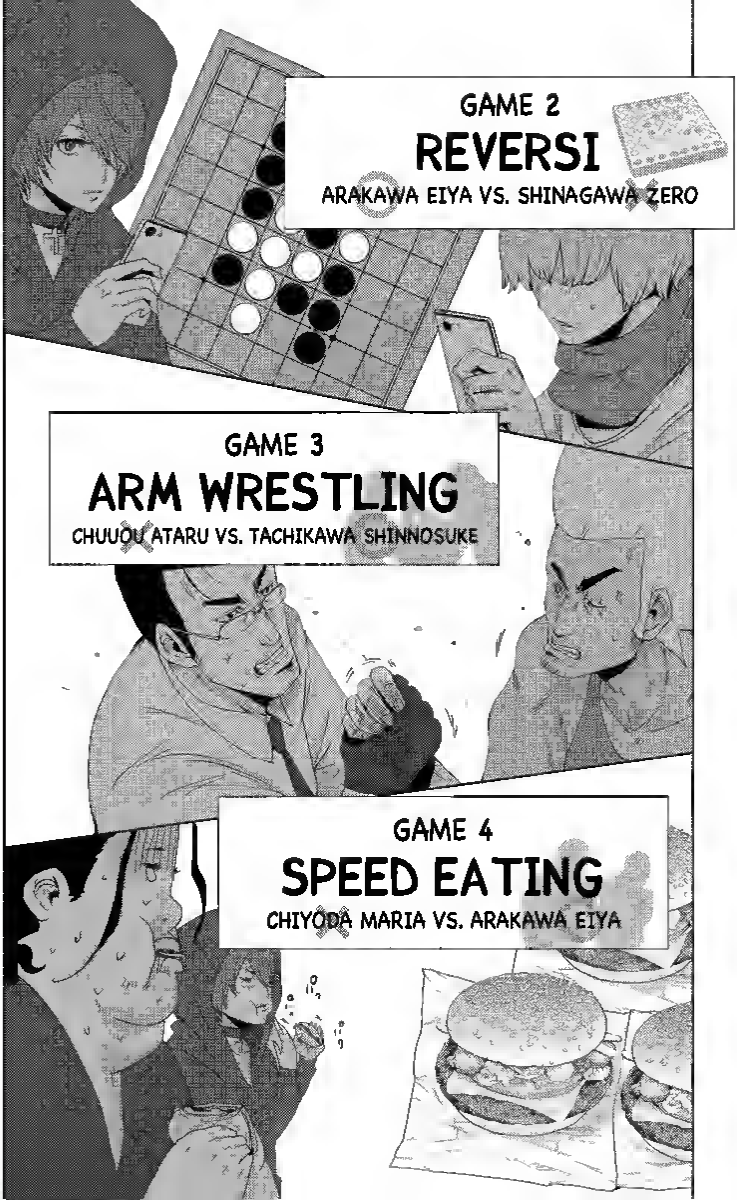

H...HOW DID YOU KNOW THAT I WAS GOING TO ATTACK YOUR BLIND SPOT?

SINCE YOU SLASHED MY EYE, THAT OBVIOUSLY BECAME A WEAK POINT FOR YOU TO TARGET

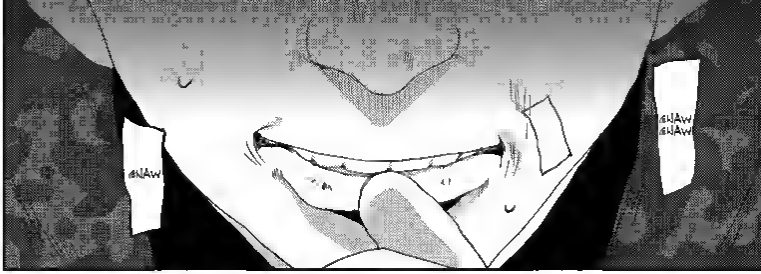
GAME 1

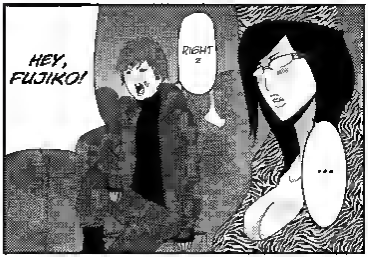
BOXING

TACHIKAWA SHINNOSUKE VS. SUNKOKU ZENICHI

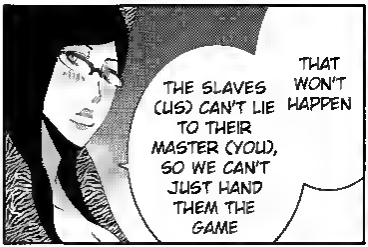

GAME 2
REVERSI
ARAKAWA EIYA VS. SHINAGAWA ZERO
GAME 3
ARM WRESTLING
CHUUOU ATARU VS. TACHIKAWA SHINNOSUKE
GAME 4
SPEED EATING
CHIYODA MARIA VS. ARAKAWA EIYA

SLASH
GAME 5
LONG THROW
TACHIKAWA SHINNOSUKE VS SHINJUKU SEIYA
GAME 6
NONSENSE DIALOGUE*
KITA MINAMI VS. ARAKAWA EIYA
I DON'T HAVE A SMART-PHONE
WHAT TIME IS IT?
AH!
*T/N. IT'S A JAPANESE WORD GAME WHERE PLAYERS ENGAGE IN A CONVERSATION THE DIALOGUE HAS TO MAKE NO SENSE, WHICH MEANS THAT EACH PLAYER CANNOT REPLY RATIONALLY TO EACH THER
GAME 7
TUG-OF-WAR
TACHIKAWA SHINNOSUKE VS. MEGURO MASAKAZU
GAME 8
CAT'S CRADLE
ARAKAWA EIYA VS. TOSHIMA AYAKA
GAME 9
ROCK STACKING
ARAKAWA EIYA VS. SUGINAMI LUCIE
GAME 10
SPRINTING
TACHIKAWA SHINNOSUKE VS. ITABASHI GEKKOU
TRIP
TUM


GNAW
GNAW
GNAW


HEY, FUJIKO!
RIGHT?
...

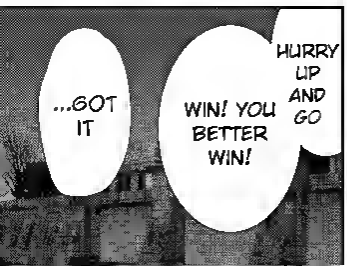
THIS ONE'S LOSING, THAT ONE'S LOSING...
IRRITATED
...BASICALLY, IF ALL OF MY SLAVES ARE PLAY LIKE SHIT, I'LL LOSE?


THAT WON'T HAPPEN
THE SLAVES (US) CAN'T LIE TO THEIR MASTER (YOU), SO WE CAN'T JUST HAND THEM THE GAME

HEY, YOU LIKE SHINNOSUKE, DON'T YOU?
TO DO THAT IN FRONT OF HIM WOULD BE UNEXPECTED, WOULDN'T IT?

HUH

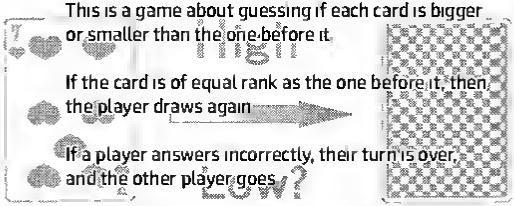
*T/N: A LITERAL SHITSHOW



WHIP
I'VE BEEN WAITING TO SEE YOU, SHINNOSUKE -SAMA!
HUH? YOU'RE MY OPPONENT?
FOR SOME REASON, HE THINKS YOU'RE SCARY
EEK! I'M KINDA SCARED- EIYA, GO!
RUSH
WHAT ?
SURE, I GUESS
TWITCH
ack!

GAME 11
HIGH AND LOW
ARAKAWA EIYA VS. TAITOU FUJIKO

RULES

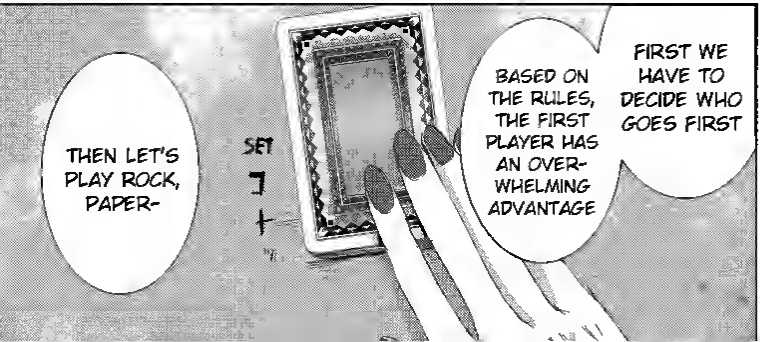


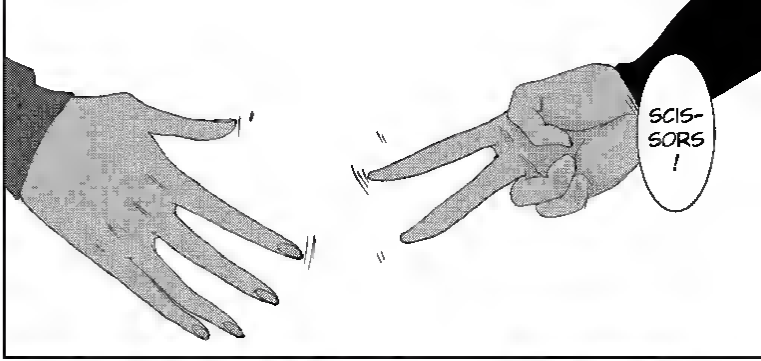
This is a game about guessing if each card is bigger or smaller than the one before it.

If the card is of equal rank as the one before it, then the player draws again

If a player answers incorrectly, their turn is over, and the other player goes

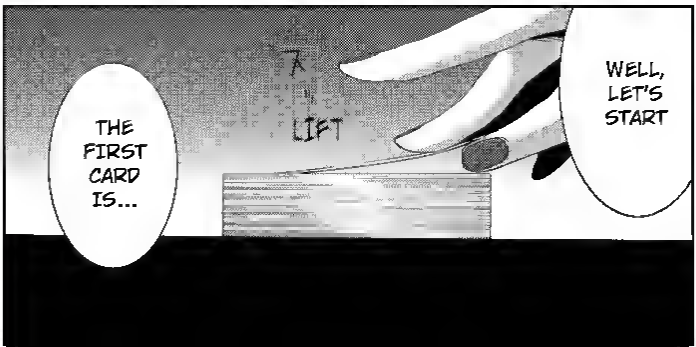
The first player to guess correctly 3 times wins


THEN LET'S PLAY ROCK, PAPER-
SET
BASED ON THE RULES, THE FIRST PLAYER HAS AN OVER-WHELMING ADVANTAGE
FIRST WE HAVE TO DECIDE WHO GOES FIRST


SCIS-
SORS
!

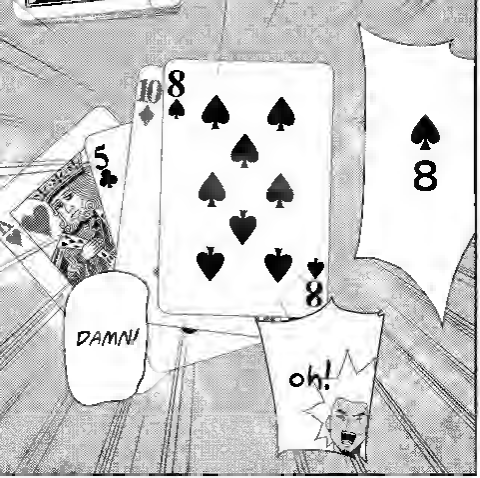
WE'LL
SEE
Player 2: Arakawa Eiya

LOOKS LIKE
LUCK IS ON
MY SIDE
Player 1 : Taitou Fujiko

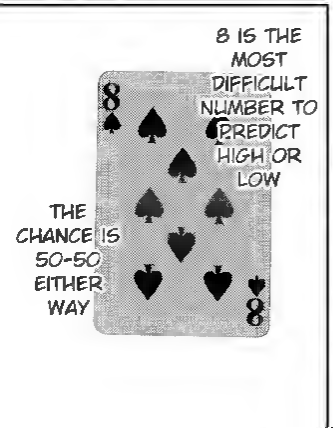

WELL,
LET'S
START
LIFT
THE
FIRST
CARD
IS...

SHIFT
7
OF COURSE, THE NEXT NUMBER WILL BE "LOW"
K
NOW I'LL START GUESS-ING
BAM
HEY, EIYA!
AT THIS RATE, YOU'LL LOSE!
BINGO!
BAM
NEXT ONE WILL BE "HIGH"
GOOD, GOOD
Taitou Fujiko
PING
Taitou Fujiko
PING

HIGH AND LOW IS A GAME OF PROBABILITY
HEH... WHAT AN AMUSING CHILD
BUT THE GAME ISN'T JUST ABOUT PROBABILITY
YOU...
...DON'T UNDERSTAND THIS GAME AT ALL, DO YOU?
NEXT IS "HIGH"
THE MOST IMPORTANT THING IS TO TAKE RISKS
LIFT

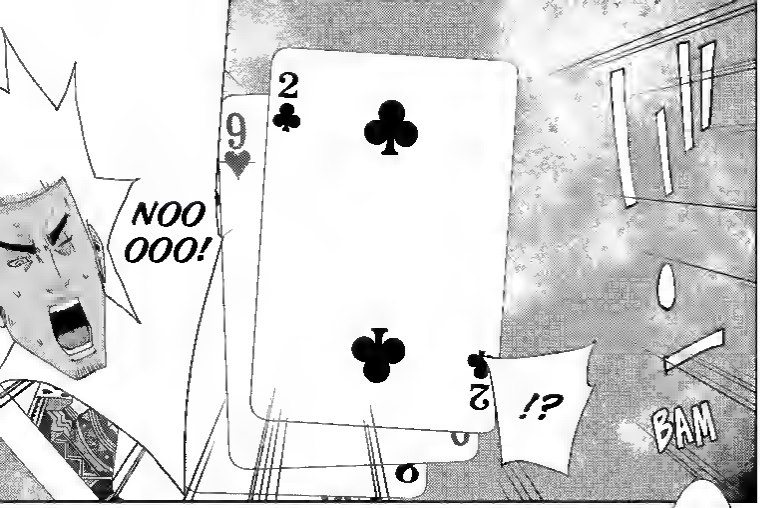

DAMN!
oh!

TO BE HONEST, I THOUGHT THAT IT WOULD BE "LOW"
THEN IT'S MY TURN NEXT


8 IS THE MOST DIFFICULT NUMBER TO PREDICT HIGH OR LOW
THE CHANCE IS 50-50 EITHER WAY
GO AHEAD

WITH THE POWER OF LUCK, LET ME WIN-

LIFT
NO, I'LL GO WITH "HIGH"
THIS IS A TOUGH CALL...
MAYBE "LOW"?
GREAT, THEN I'LL GO WITH "HIGH" AGAIN
Arakawa Eiya
OH?
TAKING SOME CHANCES, AREN'T YOU?
THE SAME COULD BE SAID OF YOU
LIFT
YES!
BAM!


NOO OOO!
2
9
2
!?
BAM

WHO SAYS?
WE HAVEN'T LOST YET!!

ANYWAYS, I'LL GO WITH "HIGH" NEXT

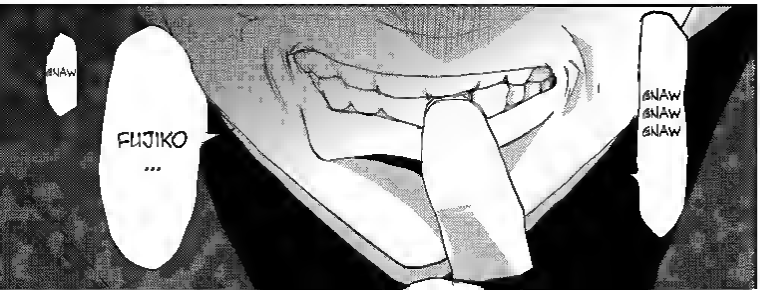
TOO BAD
YOU JUST DUG YOUR OWN GRAVE

WHAT!? YOU'VE GOT TO BE KIDDING ME!!
WHAT ARE THE CHANCES OF THAT!?
IT'S MY TURN NOW
"HIGH," OF COURSE
LIFT
AH...
BAM!
2
A
WHAT!?

ONE MORE AND I WIN
Arakawa Eiya
BAM!
NEXT IS
THEN
YOU WIN SOME, YOU LOSE SOME
WHAT'S IMPORTANT IS THE LOVE OF THE GAME
WHAT YOU PULL ISN'T IMPORTANT
"HIGH"
huh!?

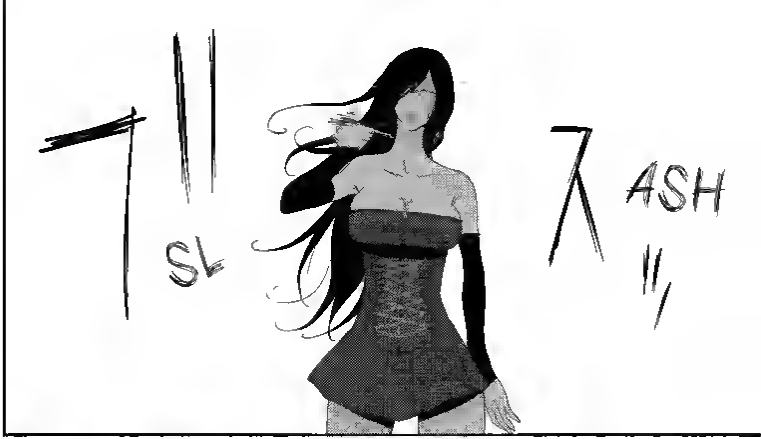
IT'S A QUEEN-
Arakawa Eiya

GAME 11
HIGH AND LOW
ARAKAWA EIYA VS. TAITOU FUJIKO



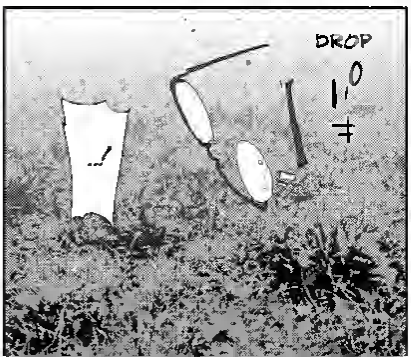
BA-DUMP!!
IF YOU LOSE, SHIT IN FRONT OF ALL OF US
HEY! WHAT'RE YOU DOING!?
STOP IT!!
COME ON DON'T FORCE YOURSELF
PULL
OFF
SLIP

HEY...
DON'T COME NEAR ME!
FAREWELL, SHINNOSUKE -SAMA

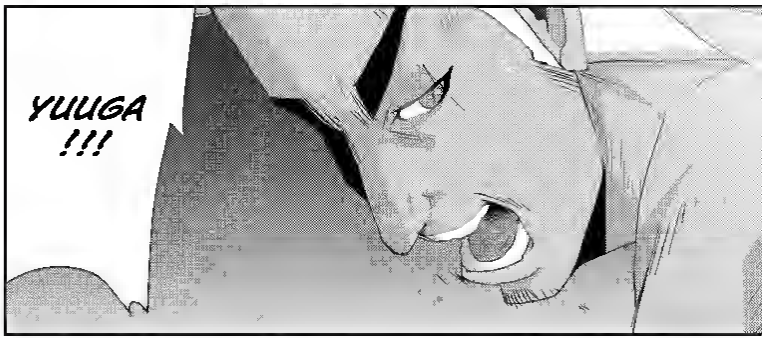

SL
ASH

AW, COME ON
WERE YOU THAT AGAINST SHITTING IN FRONT OF ALL OF US?

HEY !?
SLUMP


DROP
..!

WELL
YOUR NEXT OPPONENT IS THIS GUY
GIVE IT YOUR ALL...
SHIFT
GLARE
YOU
BAS-TARDDD !!!!



GAME 12
SUMO WRESTLING
OOTA YUUGA VS. TACHIKAWA SHINNOSUKE